Subject: Re: game pending connection interrupted Posted by NACHO-ARG on Mon, 19 Sep 2011 00:55:55 GMT

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StealthEye wrote on Sun, 18 September 2011 16:18I think those are actually 4 different issues:

- Random disconnects. Does it happen whenever you try it, or just sometimes? Do you get typical "lost connection" effects, such as soldiers and vehicles moving in straight lines/arcs? Can you record a video showing it?

yes it is a tipical lost connection gameplay pending, tanks keep firing the same place whit out moving and the same for chars, it doesnt hapend all the times but sometimes i got the same issue over and over again, and it wont hapend using 3.44, a video: http://www.youtube.com/watch?v=qXC8wCwfZU8

StealthEye wrote on Sun, 18 September 2011 16:18

- Chars move weirdly (I've seen similar reports by Caveman.) It seems that it is not properly interpreting the inaccurate positions sent by the server; I am guessing that it only happens on pre-4.0 servers (without wall-lag-fix). Can you confirm this?

that is correct it only happend on non TT servers at least for now, havent experimented this yet in TT servers such st0rm 4.0

StealthEye wrote on Sun, 18 September 2011 16:18

- Animations get frozen. This might or might not be a side-effect of the lag. For now, I'm assuming it is and focusing on other issues, such as the lag itself.

ok, in non TT servers it get frozen but in TT servers the numpad animations wont display at all.

StealthEye wrote on Sun, 18 September 2011 16:18

halo2pac, if you're talking about "resolve them selves", do you mean that you only get the "connection to server interrupted" messages but not actually disconnect?

i could be wrong but i think he means that sometimes after a disconected gameplay pending message the connection restores again but otters times it will take you out of the game.

also i have experimented this issue in wich, ones you join a server, you will be unable to acces PT until you get killed, a vid:

http://www.youtube.com/watch?v=XHX0q9WPPYM